Character Analysis

Name: _____

Date: _____

Fill in the table about the ghost in the wooden press. Give as much detail as you can.

Character	Description of ghost (provide as much detail as possible)	Haunting activities (What does the ghost do? When does it appear?)	Reason for haunting
 THE GHOST IN THE WOODEN PRESS			

Matching exercise

Name: _____

Date: _____

1. Match each phrase from the story with an image. Draw a line to join them.

1 *among the rest, was a great lumbering wooden press for papers, with large glass doors, and a green curtain inside*

2 *there was something in the hue of the skin, and gaunt and unearthly appearance of the whole form, which no being of this world was ever seen to wear.*

3 *'Don't throw the poker at me' replied the form: 'If you hurled it with ever so sure an aim, it would pass through me, without resistance, and expend its force on the wood behind.'*

4 *'Egad, that's very true; I never thought of that before', said the ghost.*

A 

B 

C 

D 

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Glossary

Name: _____

Date: _____

Chamber: (n) room

Press: (n) cupboard

Credit: (n) the ability to buy something without paying upfront, based on the trust that you will pay later

Carcase: (n) the remains of something

Fender: (n) a low frame bordering a fireplace

Poker: (n) a metal rod used to stir fire

Apparel: (n) clothes

Countenance: (n) face

Hue: (n) a colour or shade

Gaunt: (adj) very thin and haggard

Wily: (adj) skilled at gaining advantage

Harpy: (n) a monster with a woman's head and body and a bird's wings and claws

Farthing: (n) a coin formerly used in the UK, withdrawn in 1961

Egad: (exclamation) expressing surprise

Confer: (v) to discuss with someone

BEFORE YOU READ

Would you ever rent a damp, old, gloomy room if it were cheap? What might be hiding there?

Why might a ghost keep returning to the place where it was unhappy? What could persuade it to leave?

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Quiz

Name: _____

Date: _____

Please choose the best option for each of the following questions.

1. Why did the man take the chambers at the old inn even though they were damp, rotten and far from being cheerful?

(a) Because he had a strange attachment to the place

(b) Because his grandmother used to own it

(c) Because he was poor

(d) Because he liked old, rotten things

2. How many gallons of whiskey did the man order on credit?

(a) 2

(b) 5

(c) 1

(d) None – he had no credit left to use

3. What did the man initially think the faint groan must be?

(a) A mouse

(b) Someone in the next room who had eaten out

(c) The ghost of his grandmother

(d) The wooden press

4. Why is the room important to the apparition?

(a) He used to own the inn

(b) It is where he and his children were financially ruined

(c) It is where he was murdered

5. What does the tenant want to ask the apparition?

(a) How he came to be financially ruined

(b) Who the two harpies that divided up his fortune were and how he met them

(c) Where his children are now

(d) Why he keeps visiting the sight of his misery rather than the nicest places in the world

6. What bad aspects of the apartment does the narrator point out to the ghost? Choose all that apply.

[a] It is uncomfortable

[b] The surrounding climate is disagreeable

[c] It doesn't have enough furniture

[d] It is in a dangerous neighbourhood

[e] The presence of bugs

7. How does the Ghost respond to the narrator's question?

(a) He flies through the man's heart, killing him

(b) He begins to weep profusely

(c) He politely agrees and vanishes to find a fairer spot

8. What is rather remarkable about the end of the story?

(a) The tenant began to haunt the same press as the apparition

(b) Ghosts are determined to be miserable

(c) The ghost left and never came back

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Quiz

Name: _____

Date: _____

If you read it in the iClassics app

Answer these extra questions about what you discover as you read:

1. What happens when you tap the pale figure?

2. What insects can you see in the room with the narrator and the ghost? Choose all that apply.

Think like a detective

Name: _____

Date: _____

Answer in full sentences. Support your ideas with evidence from the text.

1. The ghost says the poker would "pass through" him. How does this small moment change the tone of the scene, and what does it tell you about how Dickens treats ghosts?

2. The ghost haunts the place where he was ruined, yet the tenant has to point out its bad points. Why is it easier for an outsider to see that a place is not worth haunting?

3. The ending is "rather remarkable": the tenant ends up persuading the ghost. Is this a ghost story, a comedy, or both? Support your view with evidence.

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Writing

Name: _____

Date: _____

The tenant convinces the ghost to stop haunting the site of his misery and to see the fairest spots on earth, and even to spread the word to other ghosts. **Imagine you are the ghost.** You have just left the old inn on your new mission. Write a message to your friend, another ghost who haunts a farmhouse. **a.** Refresh their memory as to why you haunted the old inn. **b.** Show you understand why they haunt the farmhouse (make up a reason). **c.** Describe your meeting with the tenant and your decision. **d.** Try to convince them to join you.



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